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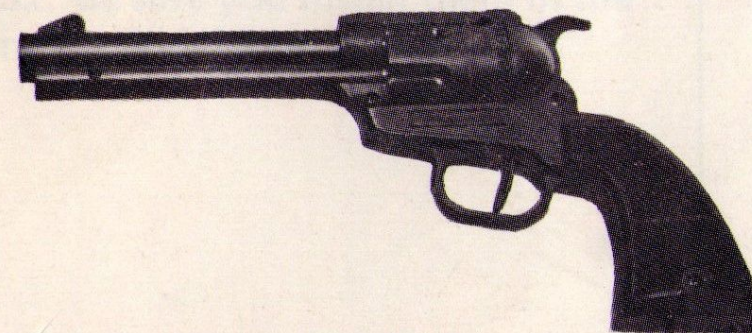
BELGIUM

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U. K.

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WEST MIDLANDS WS10 7JN

# TV SCOREBOARD<sup>TM</sup>




**OWNER'S  
MANUAL**

PLEASE READ BEFORE  
USING THIS EQUIPMENT

**Radio Shack<sup>®</sup>**

**Cat. No.  
60-3061**

CUSTOM MANUFACTURED FOR  
RADIO SHACK  A DIVISION OF TANDY CORPORATION

Printed in Hong Kong



### RADIO SHACK LIMITED WARRANTY

This equipment is warranted against defects for 90 days from date of purchase. Within this period, we will repair it without charge for parts and labor. Simply **bring your sales slip** as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover equipment subjected to misuse or accidental damage.

This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

*We Service What We Sell*

You are now the proud owner of the latest technological development in Radio Shack microprocessor TV SCOREBOARD games. You can play 6 different Games on your TV screen – with automatic on-screen scoring and sounds. The TV SCOREBOARD is for one or two players. Set up for Target Practice, Skeet, Tennis, Hockey or Squash for 2 players and compare your skills. Or, Practice on your own.

Depending on your proficiency, you can use either the FAST or SLOW speed setting (to select ball speed), change the bat size LARGE or SMALL, or put an angle on the ball as it comes off the bat (MAX or MIN SLICE).

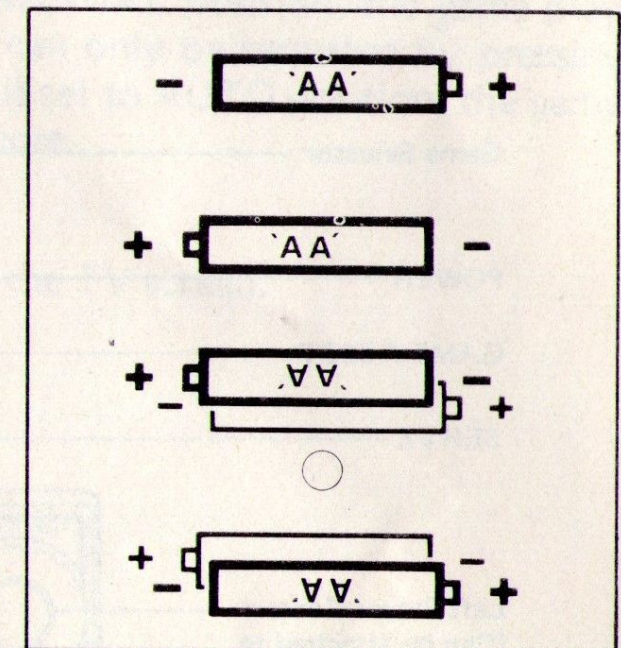
You use the pistol for Target shooting – either with a moving target or "skeet".

**CAUTION:** With prolonged playing periods of uninterrupted game use, the playing field lines of the TV SCOREBOARD may show up as a shadow on your TV screen. To reduce this possibility, we recommend that you reduce the Brightness and Contrast controls on your TV set when you use the TV SCOREBOARD. Also, the Game should be turned off when not in use.

### POWER

#### BATTERY POWER

Remove cover and install six size AA penlight batteries. For longest life, we recommend that you use only the Alkaline type – such as Radio Shack Catalog Number 23-552. Be sure you install them in the proper direction as shown.



SIX TYPE 'AA' BATTERIES

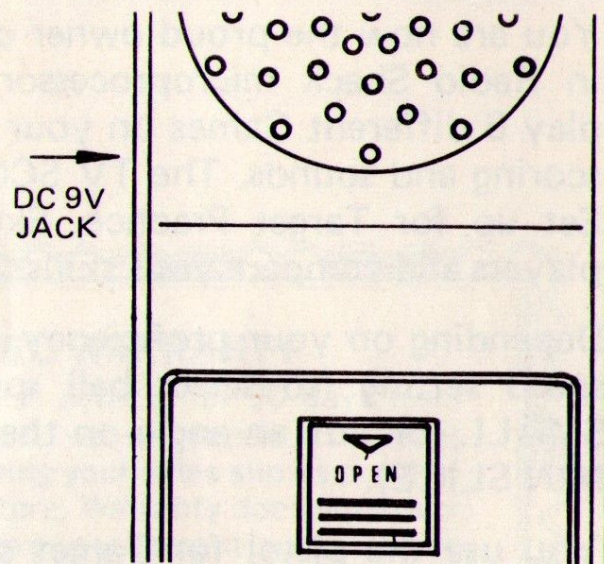


## AC POWER

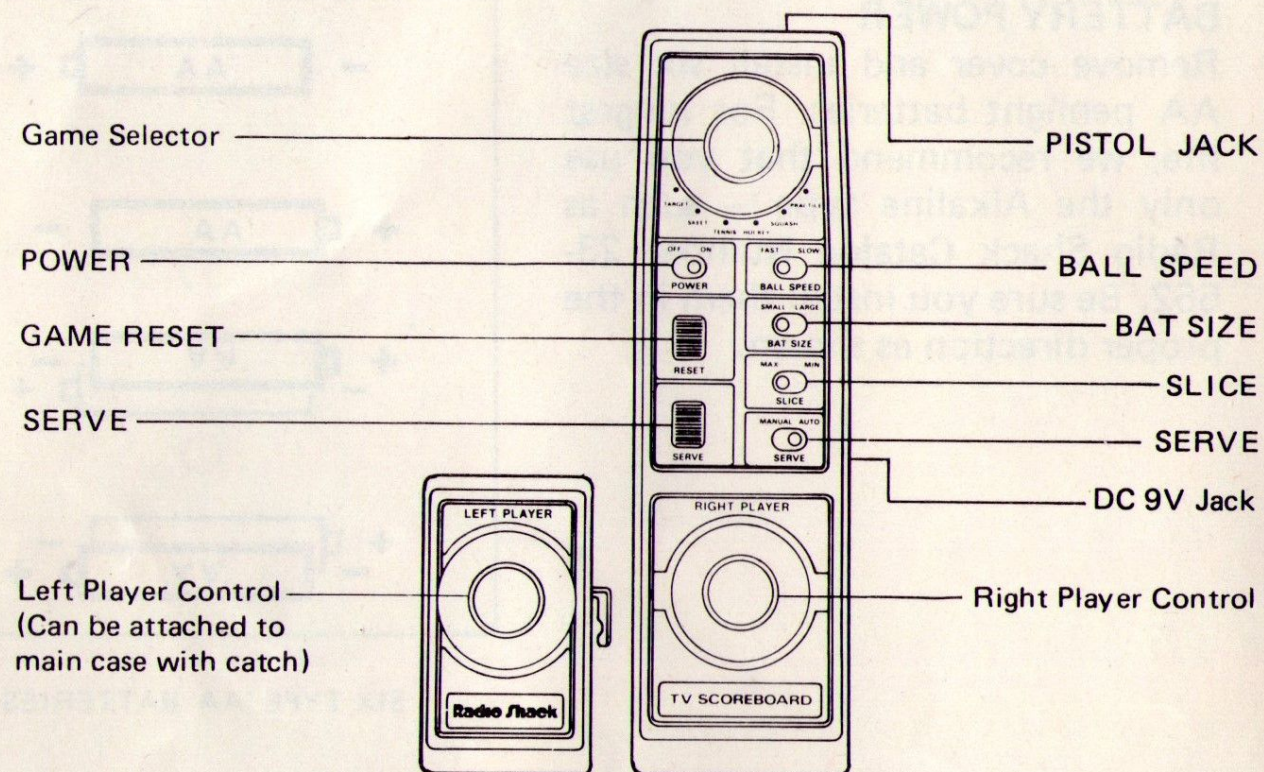
You can operate the TV game directly from a source of 120 volts AC. Ask at your Radio Shack store for AC Adapter catalog number 60-3053 (specifically designed for this game). DO NOT USE ANY OTHER AC ADAPTER WITH THIS GAME.

Connect one end to 120 volts AC and connect the other end to the DC 9V jack on the side of the cabinet.

NOTE: Turn the Game off when not in use. This will conserve the batteries. Never leave weak or dead batteries in the unit; even "leakproof" types can leak damaging chemicals. If you are not going to use the Game for a few weeks, remove the batteries. These suggestions apply to all battery-operated devices . . . good points to remember.



## EXPLANATION OF CONTROLS



## Game Selector Switch

The Player and Target functions are determined by the Game selected.

## POWER ON-OFF

Turns the Games on and off. (Leave in the OFF position when not in use.)

## BALL SPEED (FAST-SLOW) Switch

Depending on the player's proficiency, use **FAST** or **SLOW**.

## RESET Button

Use to reset the Game Score to 0:0 (either at the end of a game or at any time during a game).

## BAT SIZE (SMALL-LARGE) Switch

The 'SMALL' position is for small bats/paddles. The 'LARGE' position is for larger bats/paddles.

## SLICE (MAX-MIN) Switch

When MAX is selected, the rebound angles are approximately 40°. When MIN is selected, the rebound angles are approximately 20°.

## SERVE (MANUAL-AUTO) Switch and SERVE Button

When the **SERVE** switch is set to **MANUAL** position, the game play will stop after each score; the game can only be restarted by pressing the **SERVE** button. When the Switch is set to **AUTO** position, the game is restarted automatically after each score.

## Player Controls

Use to move the paddles vertically on the TV screen.



## SETTING UP THE GAME

1. Disconnect existing VHF antenna connections from your TV set.
2. Connect Antenna lead-in to "TO TV ANTENNA" screw terminals on the GAME/TV Switch box as illustrated.
3. Connect the TV Game coaxial cable plug to the "TO GAME CONSOLE" jack on the Switch box.
4. Connect "TO VHF TV ANTENNA TERMINALS" wires to the VHF antenna terminals on your TV set.

NOTE: If the cable from your antenna is the round, Coaxial type, you should use a special Coaxial-to-Twin-Lead Adapter, Radio Shack's Catalog Number 15-1140. Connect the cable from your antenna to one end of the Adapter and then attach the wires from the other end of the Adapter to the screw terminals on the switch box.

### MOUNTING THE SWITCH BOX

Select a clean flat surface on the back of the TV set, in a location where the twin-lead can reach the VHF antenna terminals. Peel off the protective paper from the back of the adhesive strip and press the switch box firmly in place.

5. Load 6 type AA batteries as noted previously or connect an AC Adapter (60-3053) to the DC 9V Jack.
6. Select either Channel 2 or 3 using the switch located on the bottom of the Game.
7. Turn on your TV and switch to the same channel that you have selected in step 6.
8. Set POWER ON. Set Antenna Switch box to TV SCOREBOARD position.
9. Select Tennis or Hockey with the switch on the front of the TV SCOREBOARD, and adjust the tuning on the TV set to obtain the TV game field with maximum clarity.  
NOTE: When using the TV SCOREBOARD, you should reduce the Brightness and Contrast controls on your TV set. This game is designed to have a dark background or 'field'.
10. Press RESET to set scoring to 0:0.
11. Position the Player Controls to locate the paddles on the playing field.

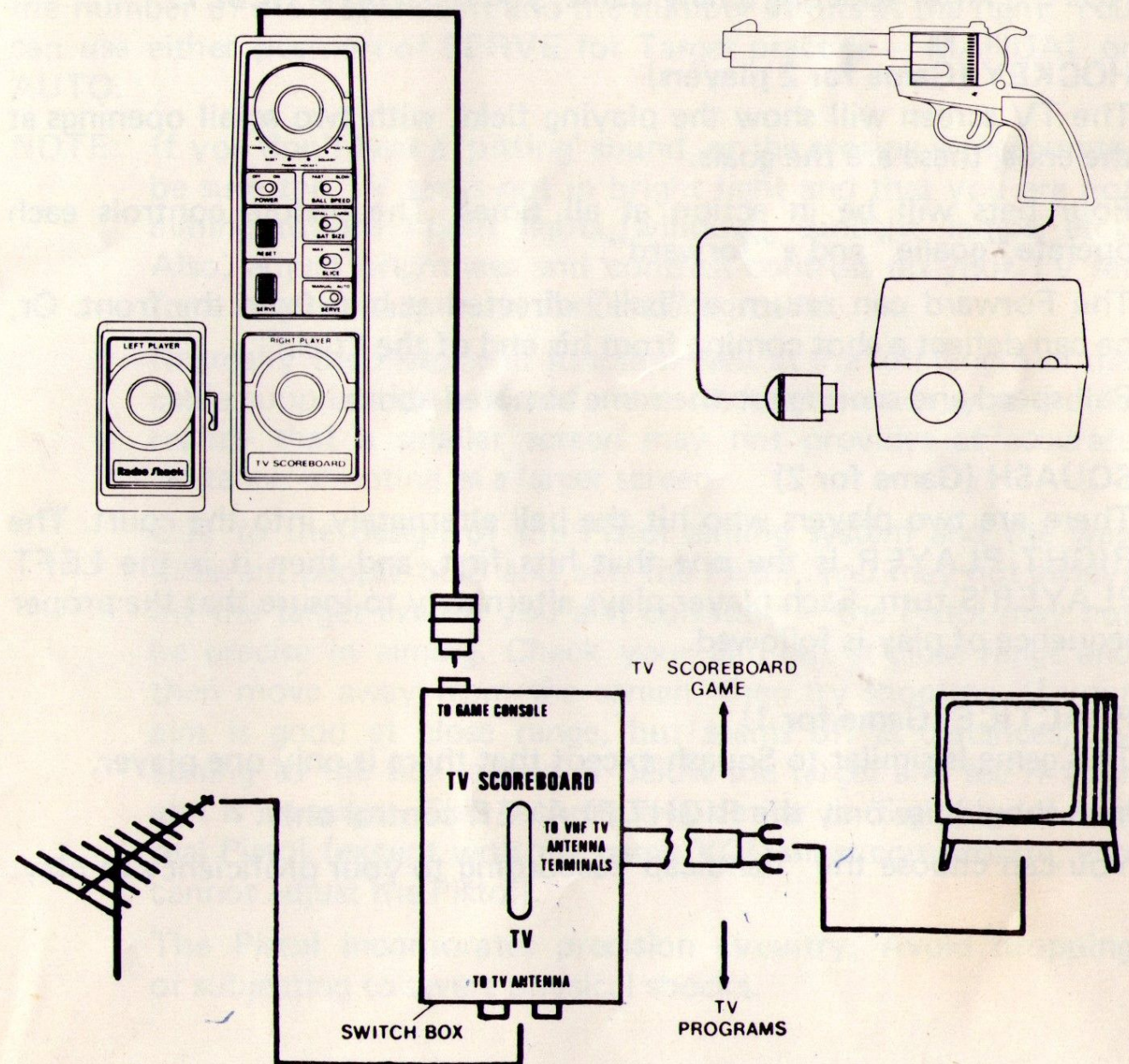
12. Select MANUAL or AUTO SERVE.
13. Select BALL SPEED, BAT SIZE and SLICE, as desired.
14. To use the Target and Skeet Games, connect the Pistol to the PISTOL jack on the back of the control unit.

THE TV SCOREBOARD is now ready for use.

When not in use, be sure to turn the TV SCOREBOARD Off.

To return to normal TV use, set Antenna Switch box to TV.

### CONNECTIONS





### **TENNIS (Game for 2 Players)**

The TV screen will show the playing field, a center net and 2 players. Adjust **Player Controls** to move the Players' paddles vertically.

Play will start after you press **RESET**. If you leave **SERVE** in the **AUTO** position, the ball will be served automatically after each score. If you use **MANUAL** position, you must press **SERVE** button to serve the ball.

To add excitement to the game, change the angle, ball speed and paddle size. The games will become more difficult to play.

Play will continue till one player achieves a score of 15. Then the **RESET** must be pressed to start a new game.

**NOTE:** After selecting a new Game, you must press **RESET**.

### **HOCKEY (Game for 2 players)**

The TV screen will show the playing field, with two small openings at the ends; these are the goals.

Four bats will be in action at all times. The paddle controls each operate "goalie" and a "forward".

The Forward can return a "ball" directed at him from the front. Or, he can deflect a shot coming from his end of the "field".

Ball speed and scoring are the same as noted above.

### **SQUASH (Game for 2)**

There are two players who hit the ball alternately into the court. The **RIGHT PLAYER** is the one that hits first, and then it is the **LEFT PLAYER'S** turn. Each player plays alternately to insure that the proper sequence of play is followed.

### **PRACTICE (Game for 1)**

This game is similar to Squash except that there is only one player.

You should use only the **RIGHT PLAYER** control only.

You can choose the "handicap" according to your proficiency to play.

### **TARGET (Game for 1)**

**NOTE:** You must keep room lighting very dim to avoid inaccurate target scoring. If scoring does not seem accurate, be sure there are no room lights in front of the Pistol, or lights reflecting off of the TV screen. If any trouble is experienced, try altering the room lighting.

Connect the Pistol to the jack on the rear of the Game.

Set Game Selector Switch to **TARGET** or **SKEET**. **TARGET** will give a constantly moving target to shoot at. **SKEET** will give a target which skips across the screen.

The Game is ready when you press **RESET**. Aim the Pistol at the target and pull trigger. You can shoot up to 15 times. The score shows the number of shots at the left and the number of hits at the right. You can use either position of **SERVE** for Target practice — **MANUAL** or **AUTO**.

**NOTE:** If you don't hear a 'pitting' sound, or the scoring is inaccurate, be sure the TV set is not in bright light and that you are not aiming toward bright lights (windows, sunlight, lamps, etc). Also, adjust brightness and contrast controls on your TV set for a brighter target and darker background.

Normally the Pistol will function well at the full length of the cable supplied (do not add more cable). However, you should realize that a smaller screen may not provides as accurate 'distance' shooting as a larger screen.

Due to the design of the Pistol aiming system and the way different people hold and aim the Pistol, you may not always hit the target even if you aim correctly — the Pistol may not be precise in aiming. Check your aim out at close range and then move away from the screen; then try shooting. If your aim is good at close range, but seems off at distances, try aiming to the side, above or below the target and see if your aim is on-target. This technique is similar to 'Sighting-In' on a real Pistol (except with the game YOU must compensate, you cannot adjust the Pistol).

The Pistol incorporates precision circuitry. Avoid dropping or subjecting to severe physical shocks.



## MAINTENANCE

- Do Not: Drop TV SCOREBOARD.
- Do Not: Use excessive force on slide switches.
- Do Not: Use excessive force on controls.
- Do Not: Lift the unit by its connecting wires or cable.
- Do Not: Leave Game "On" when not in use.
- Do Not: Expose to excessive heat.
- Do Not: Open or tamper with the inside of the TV SCOREBOARD.

After play, always turn set "OFF". Wind up the cables of the player controls onto the posts provided on the back.

To clean the cabinet, do not use benzene, nail-polish remover or other solvents — use a rag moistened with mild liquid detergent to wipe surfaces.

Do not use abrasives, this will mar or scratch the cabinet and knobs.

Do not spill liquids into the set.

### FEDERAL COMMUNICATIONS COMMISSION REGULATIONS

Federal Communications Commission Regulations require you to follow these rules: Never hook up more than one TV set to the **TV SCOREBOARD**; never use any more Twin Lead between the Antenna Switch Box and the TV set than is supplied with the Antenna Switch Box; never connect Twin Lead coming from the Antenna Switch Box directly to any TV antenna or cable TV outlet; never attach loose wires to your TV antenna terminals when using **TV SCOREBOARD**.

Doing any of the above may cause interference in nearby TV sets and is against Federal Communications Commission regulations.

## TROUBLESHOOTING CHECK LIST

Symptom:	Remedy:
Weak image on TV screen or noisy picture	Batteries not properly installed, low or dead. Check Switch Box to see if it is set to "TV SCOREBOARD". Cable not properly plugged into unit.
No regular TV program	Switch Box set to "TV SCOREBOARD". Change to "TV". Twin-lead not properly attached to Switch Box.
Playing field clear, but bars or lines moving across screen	Local TV station on same channel. Change channel switch in control unit to other channel.
Playing field fuzzy or unstable	Adjust with fine tuning of TV set for best picture.
Playing becomes erratic, picture is not sharp	Batteries need to be replaced.